



100

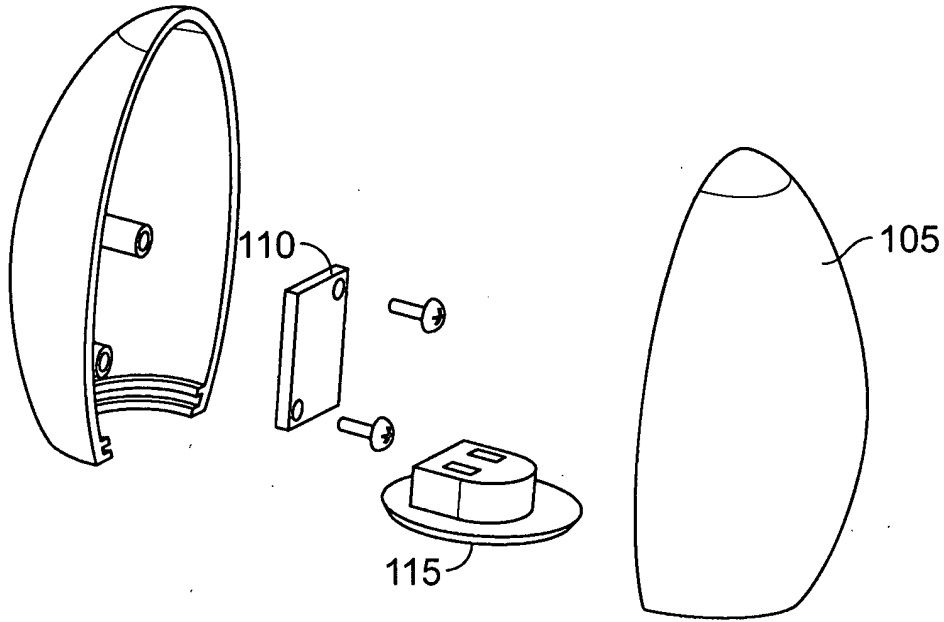


FIG. 1

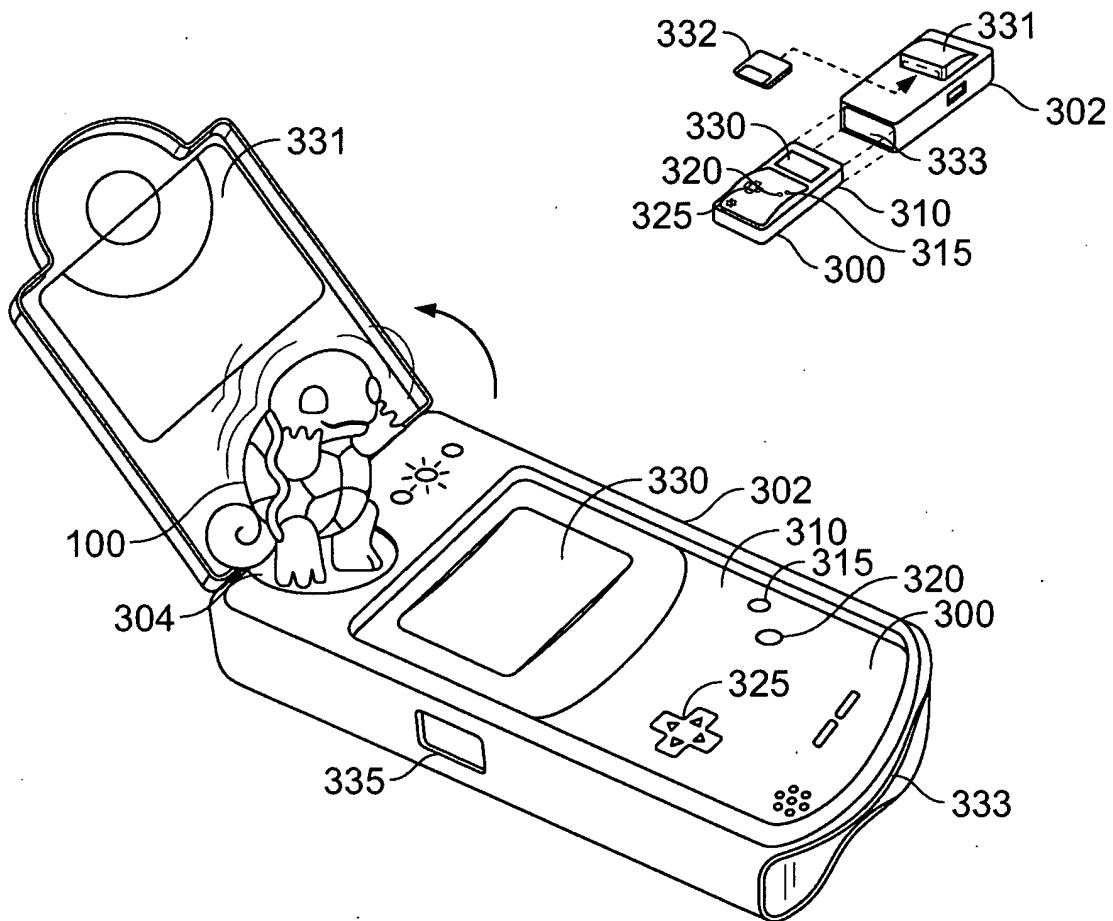


FIG. 3

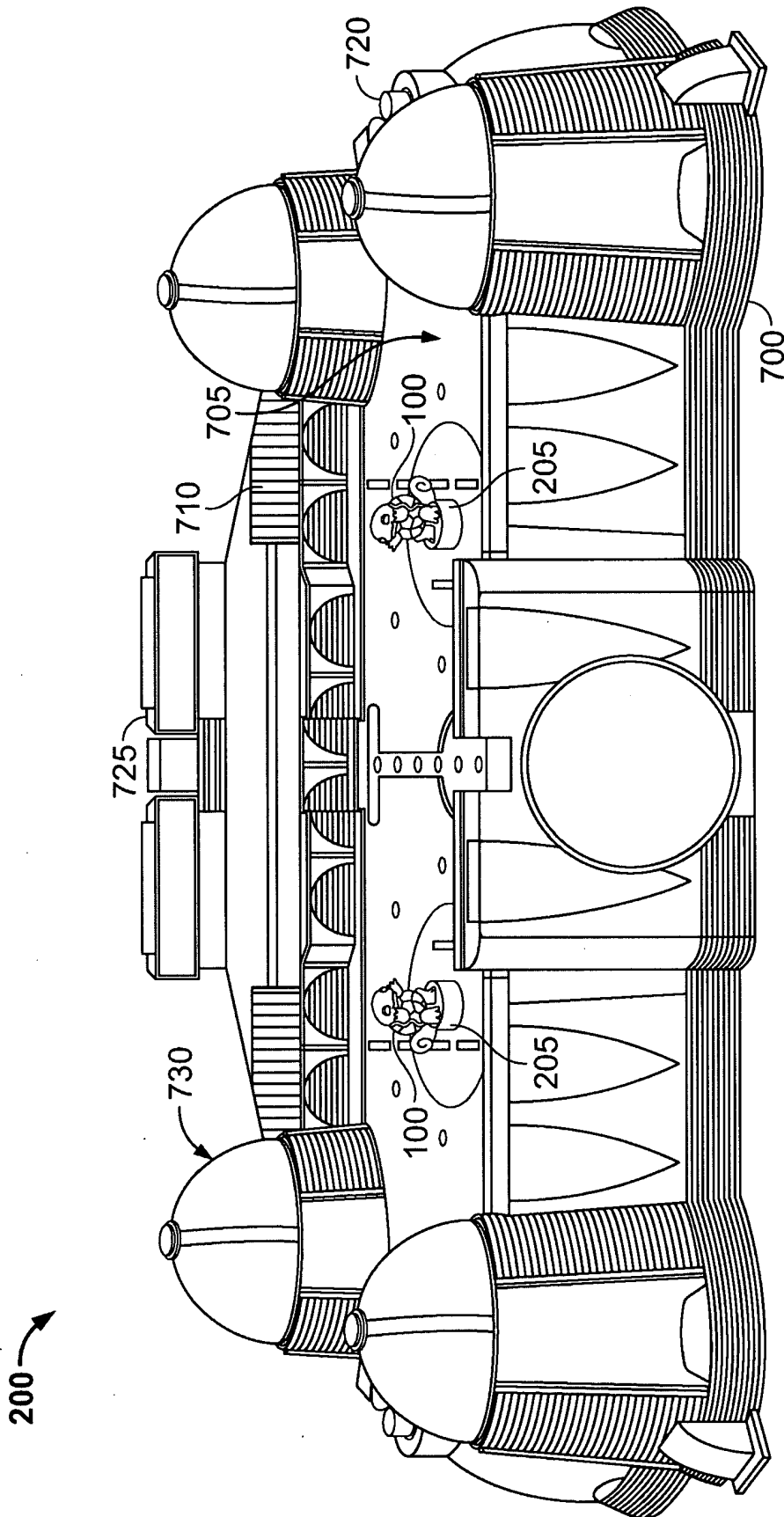


FIG. 2

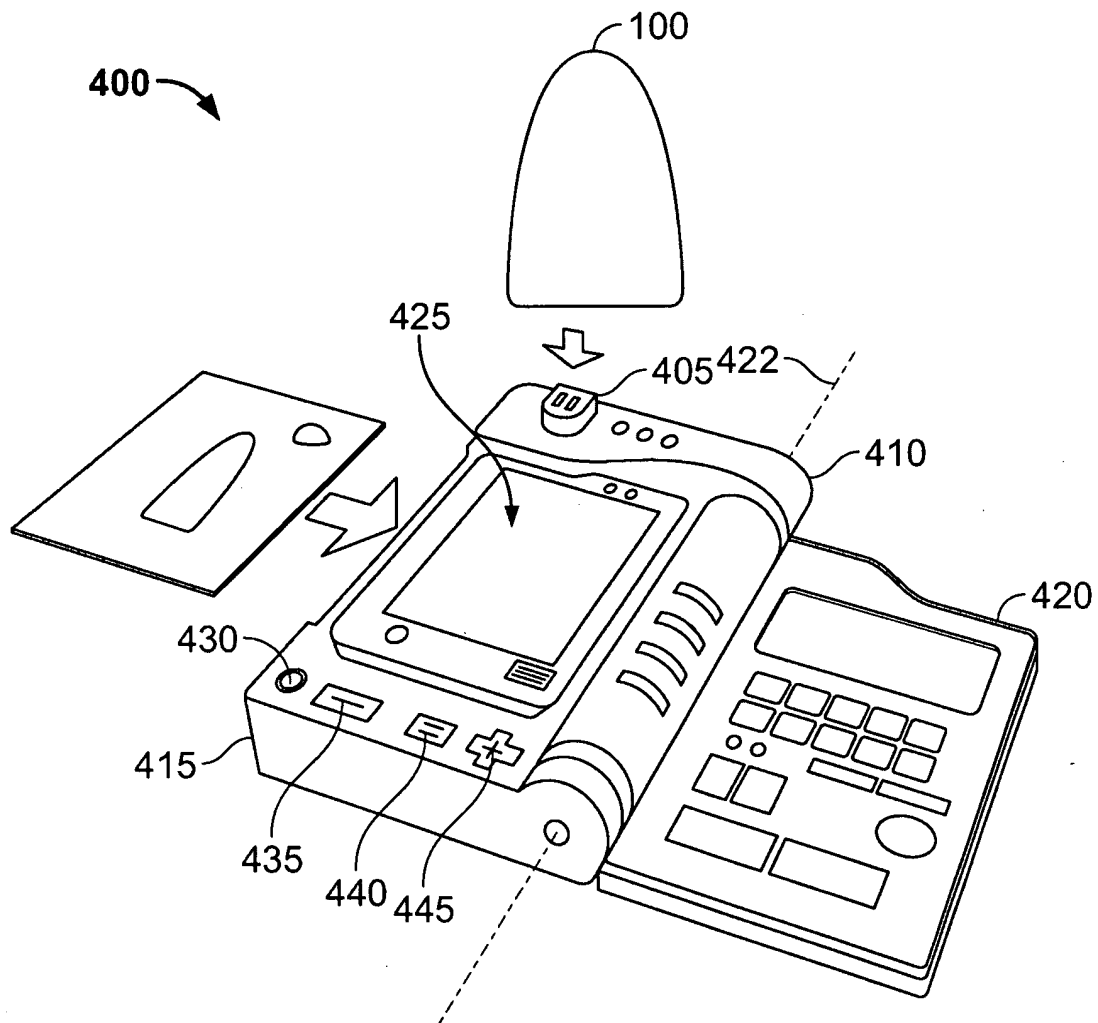


FIG. 4

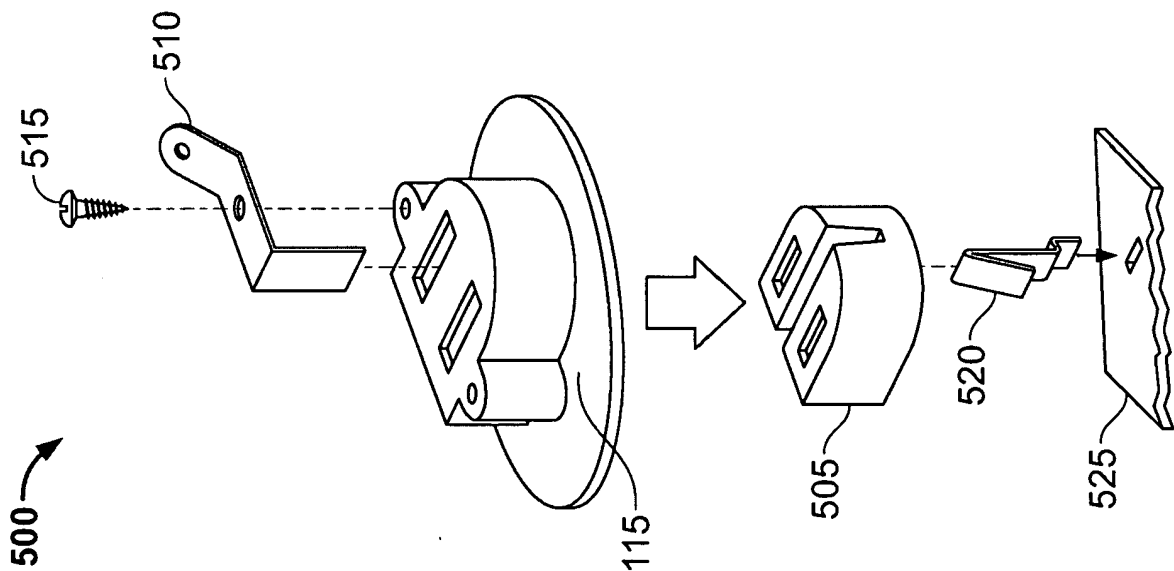


FIG. 5

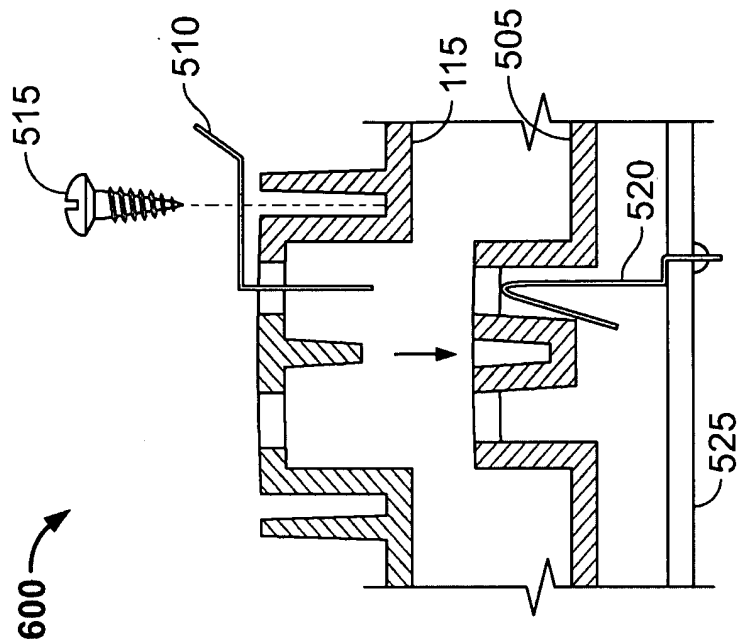


FIG. 6

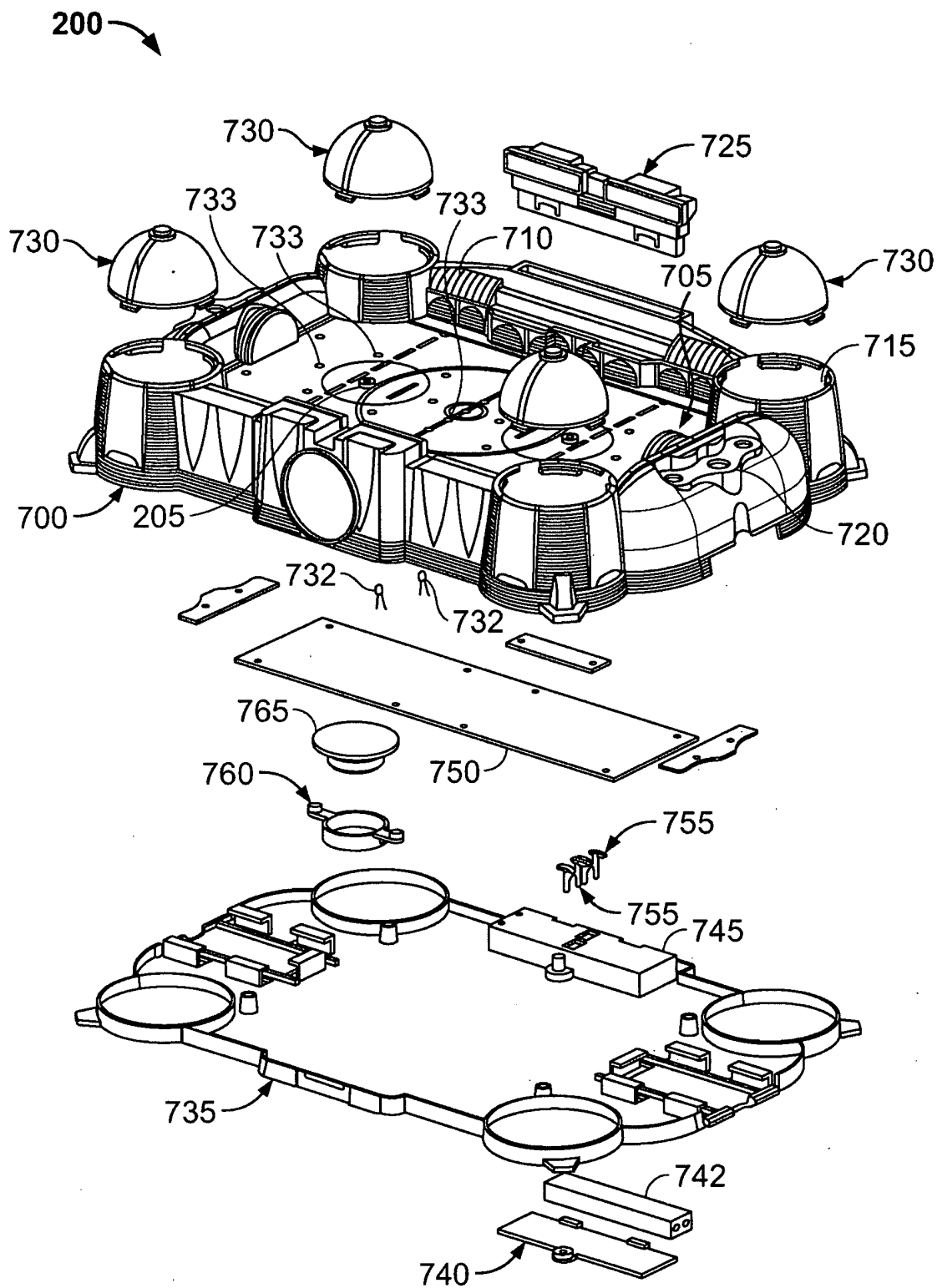


FIG. 7

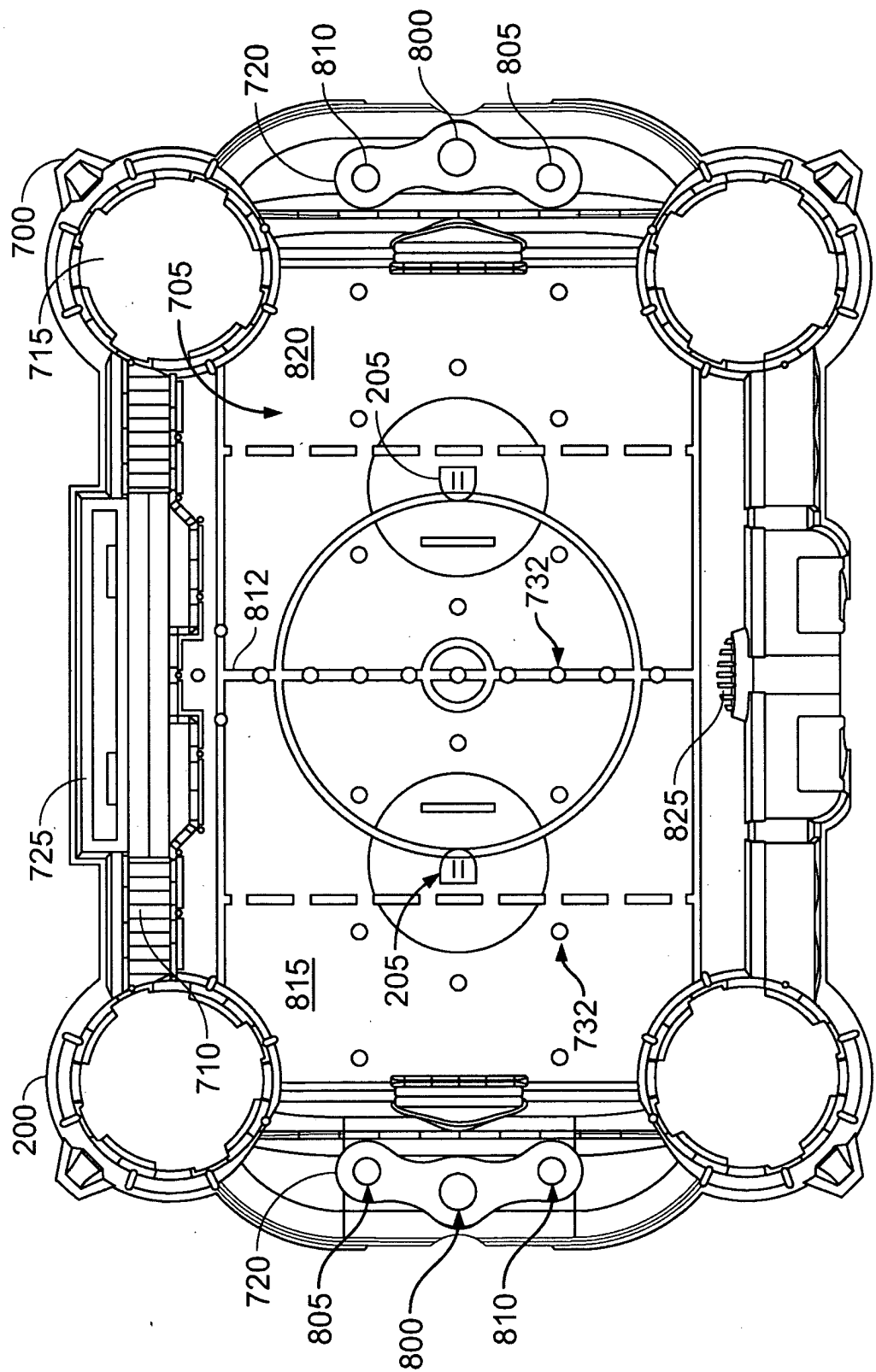


FIG. 8

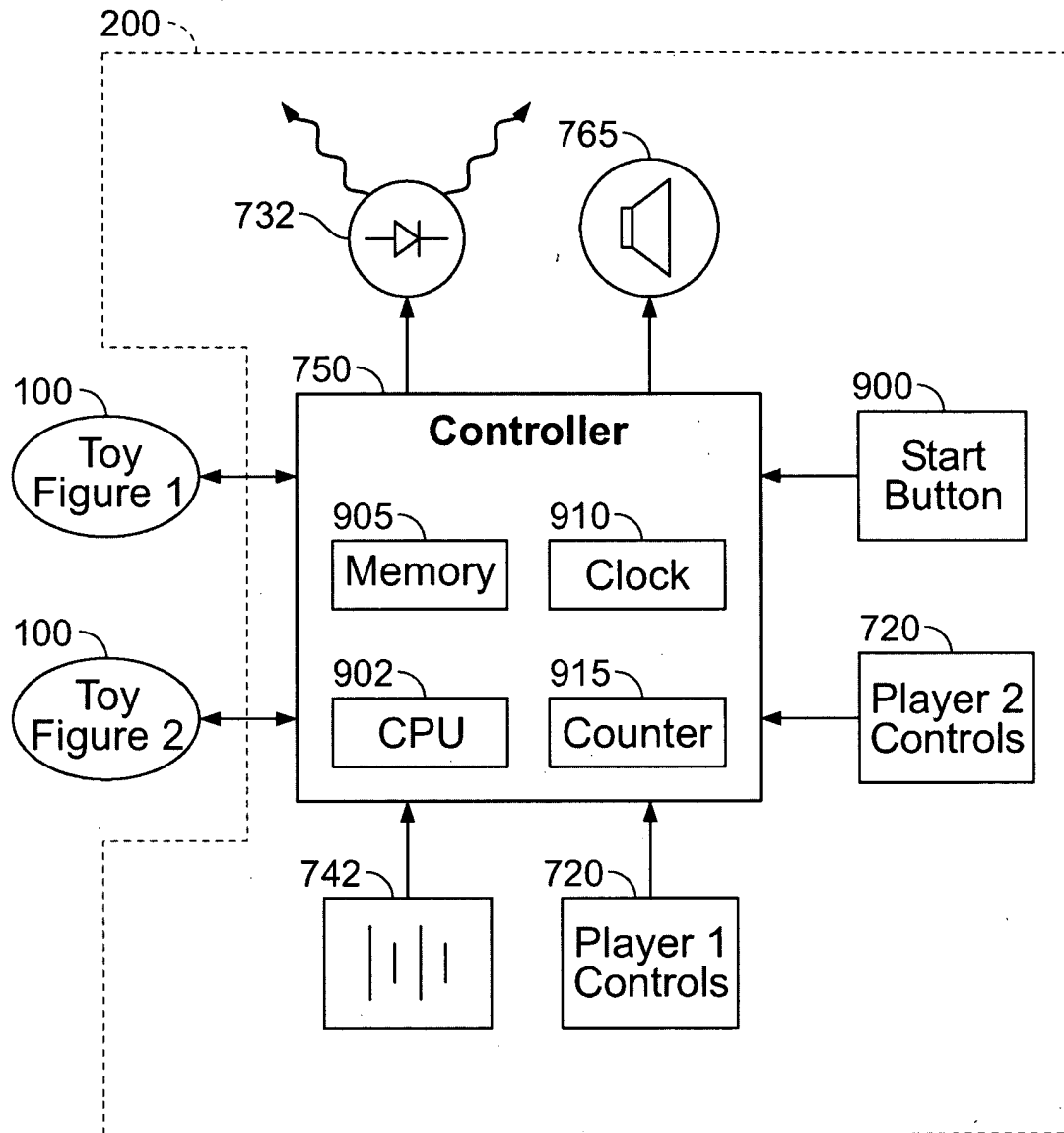


FIG. 9

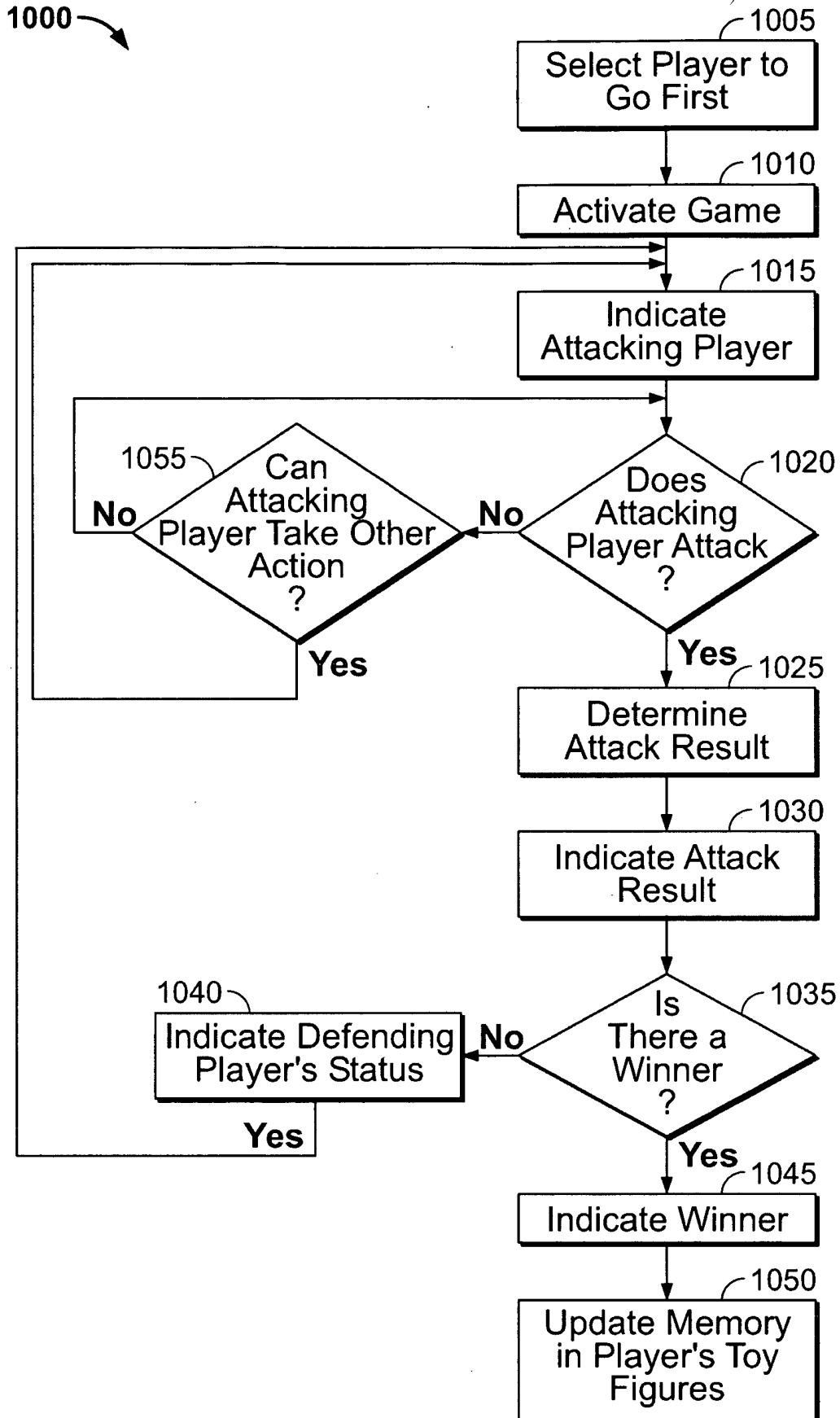


FIG. 10

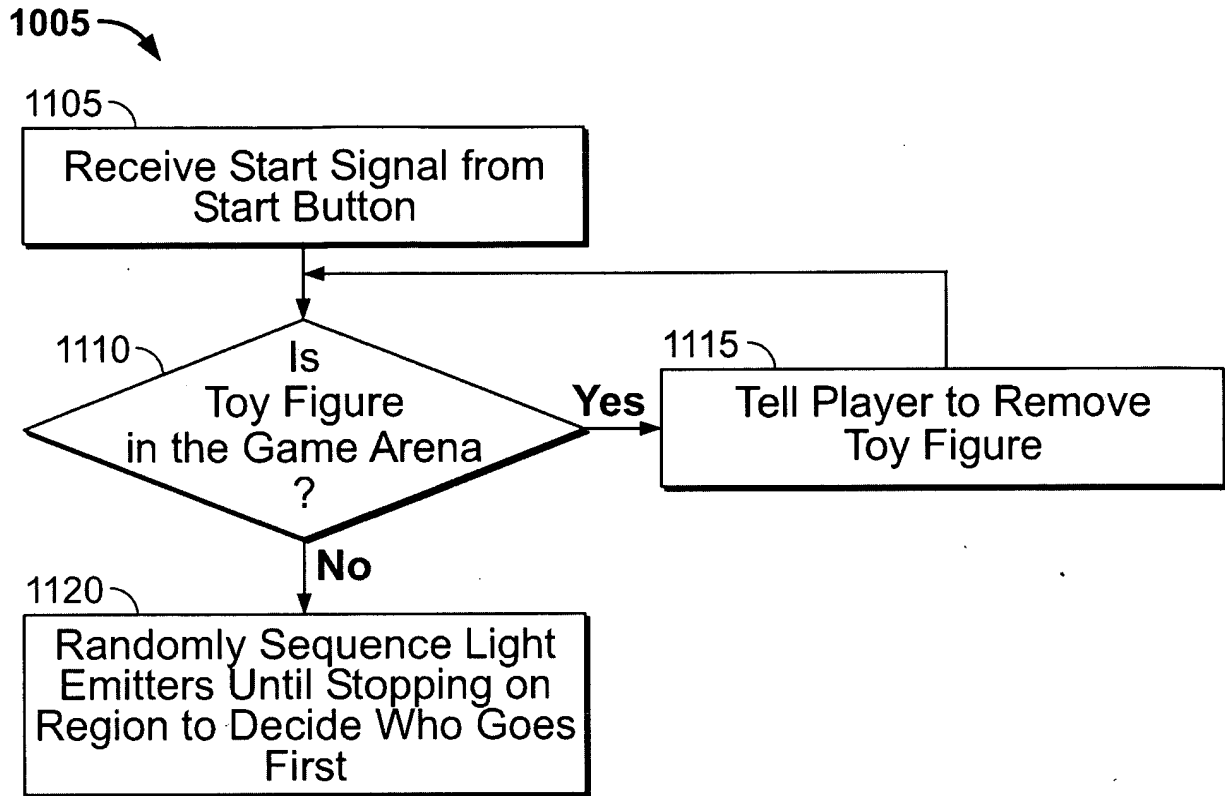


FIG. 11

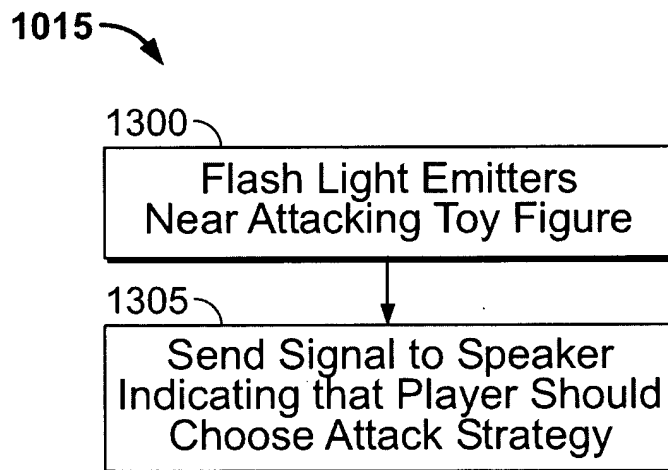


FIG. 13

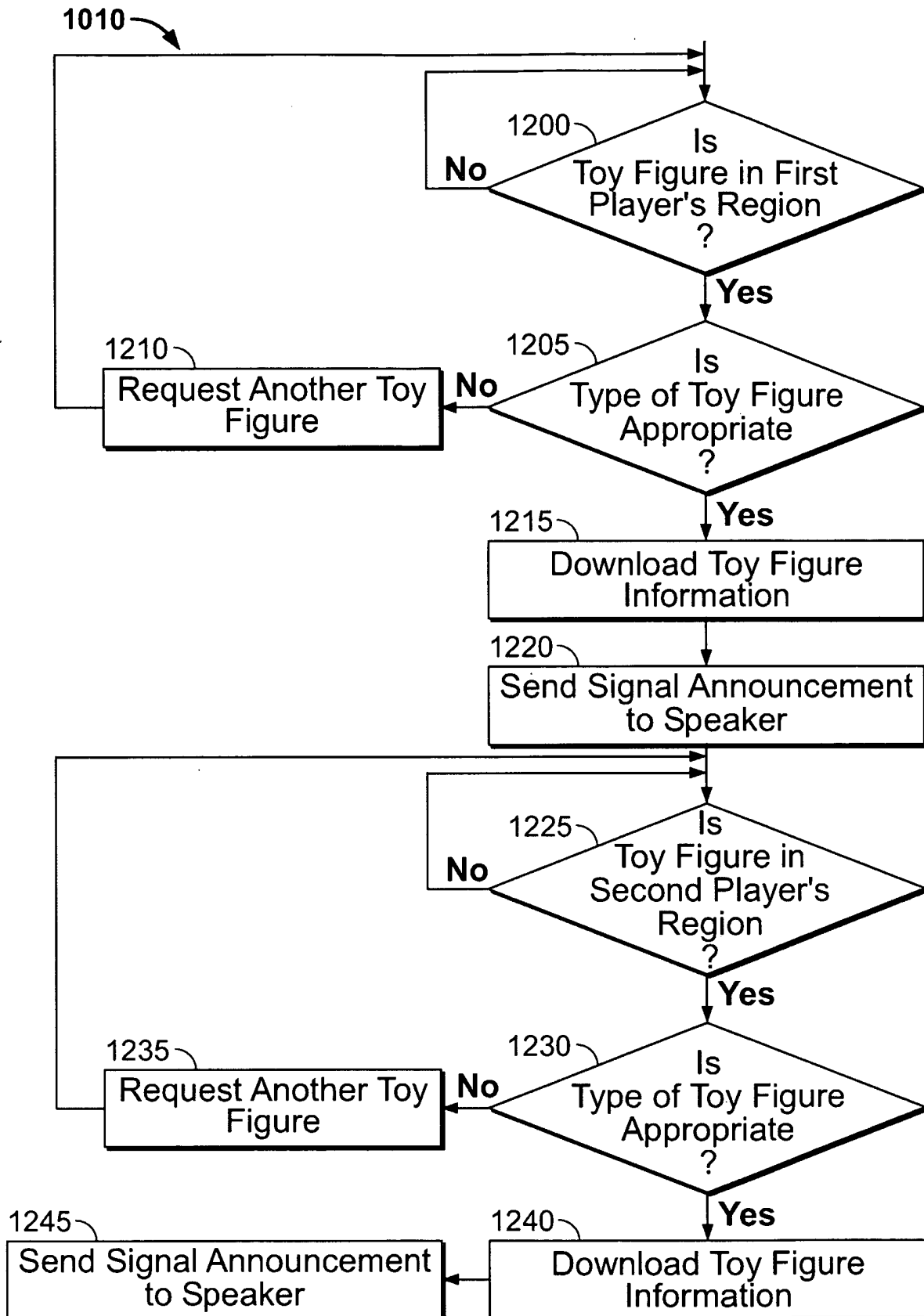


FIG. 12

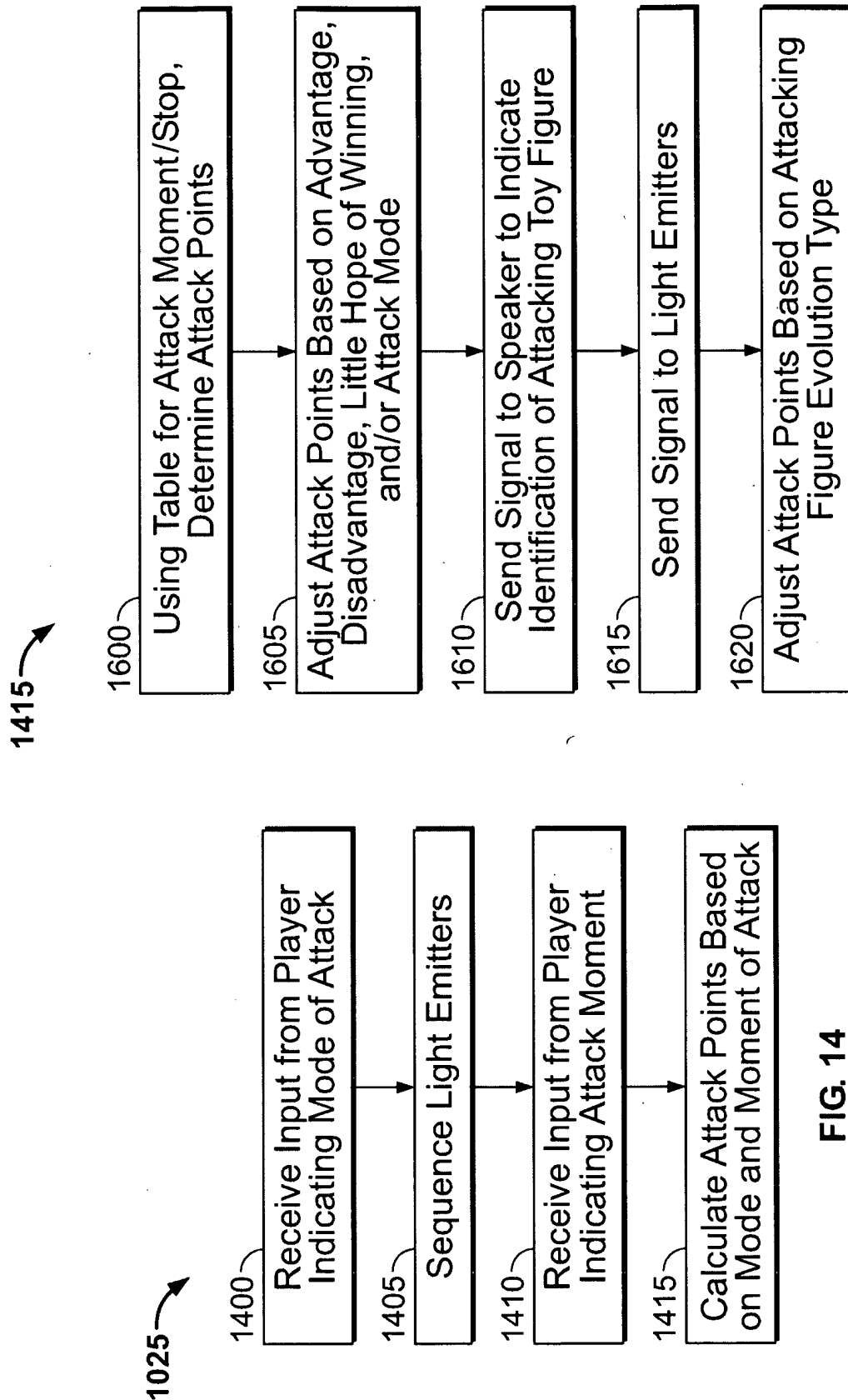


FIG. 14

FIG. 16

1500 →

1515

| | | Attack Mode Light Points | | | | |
|-------------------------------|--------|--------------------------|------------------|------------------|--------------------|-------------------|
| | Pass # | 100% (Center) | 70% (One Out) | 50% (Two Out) | 20% (Three Out) | 10% (Four Out) |
| Fast | 1 | 100 | 70 | 50 | 20 | 10 |
| | 2 | 90 | 63 | 45 | 18 | 9 |
| | 3 | 80 | 56 | 40 | 16 | 8 |
| | 4 | 70 | 49 | 35 | 14 | 7 |
| | 5 | 60 | 42 | 30 | 12 | 6 |
| | 6 | 50 | 35 | 25 | 10 | 5 |
| | 7 | 40 | 28 | 20 | 8 | 4 |
| | 8 | 30 | 21 | 15 | 6 | 3 |
| Slow | 9 | 20 | 14 | 10 | 4 | 2 |
| Times Out After 6 More Cycles | | | | | | |

1510

1505

FIG. 15

1700 ↗

"A" MEANS ATTACKING POWER HAS THE ADVANTAGE.
 "D" MEANS ATTACKING POWER HAS THE DISADVANTAGE.
 "X" MEANS ATTACKING POWER HAS THE LITTLE HOPE OF WINNING.

| 1710 ↗ | FIRE | WATER | ELECTRIC | GRASS | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC | BUG | ROCK | GHOST | DRAGON |
|----------|------|-------|----------|-------|-----|----------|--------|--------|--------|---------|-----|------|-------|--------|
| NORMAL 1 | | | | | | | A | A | | | D | | | |
| NORMAL 2 | | | | | A | | D | | D | D | D | A | X | |
| FIRE | D | D | | A | A | | | | | | A | | D | D |
| WATER | A | D | D | D | | | | A | | | | A | | D |
| ELECTRIC | | A | D | D | | | | X | A | | | | | D |
| GRASS | D | A | | D | | | D | A | D | | D | A | | D |
| ICE | D | D | | A | D | | | A | A | | | A | | |
| FIGHTING | | | | | A | | D | | D | D | D | A | X | |
| POISON | | | | A | | | D | D | | | A | D | D | |
| GROUND | A | | A | D | | | A | | X | | D | A | | |
| FLYING | | | D | A | | A | | | | A | | D | | |
| PSYCHIC | | | | | | A | A | | | D | | | | |
| BUG | D | | | A | | D | | | D | A | | | D | |
| ROCK | A | | | | A | D | | D | A | | A | | | |
| GHOST | | | | | | | | | | A | | | | |
| DRAGON | | | | | | | | | | | | | | A |

ATTACKING POWER

FIG. 17

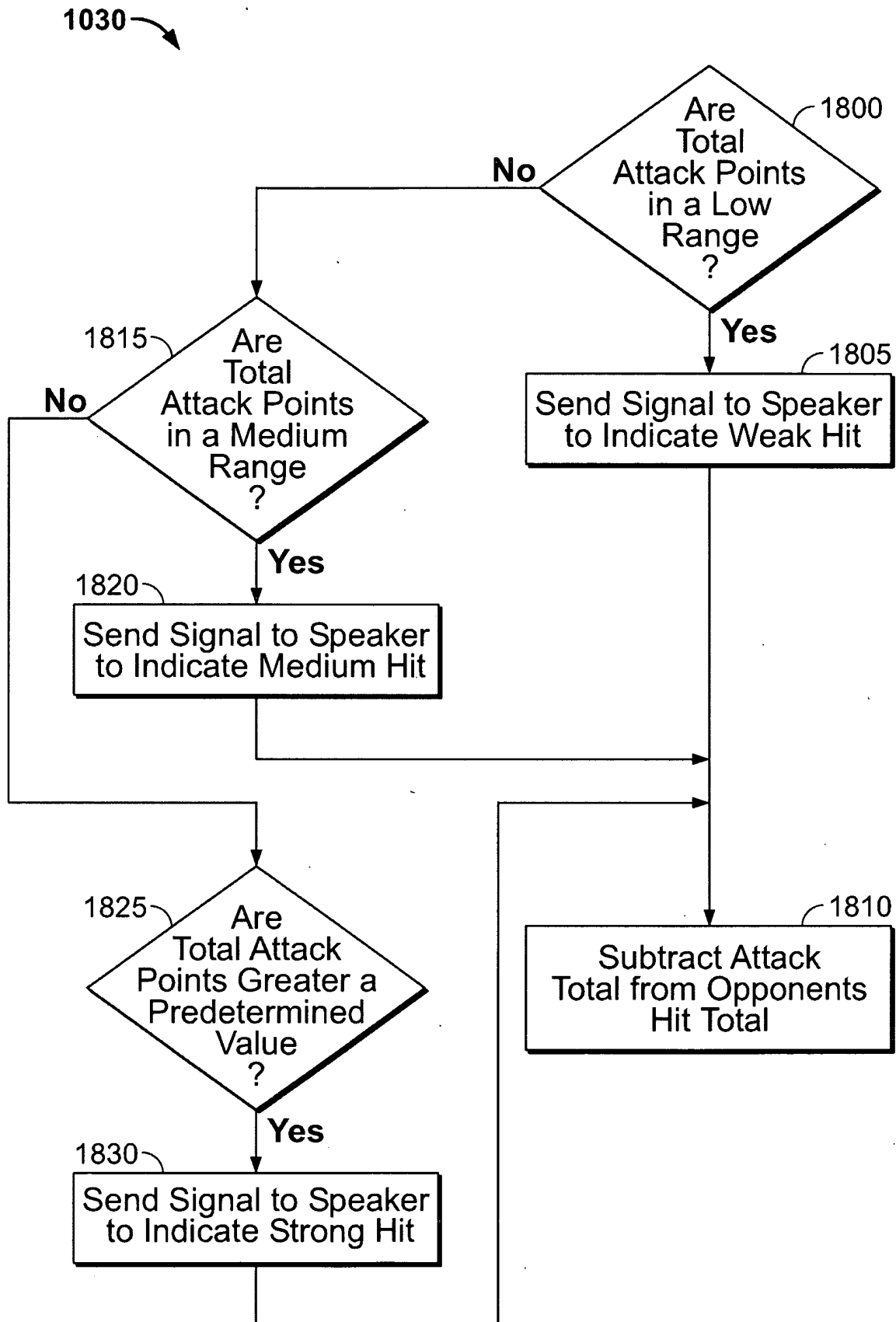


FIG. 18

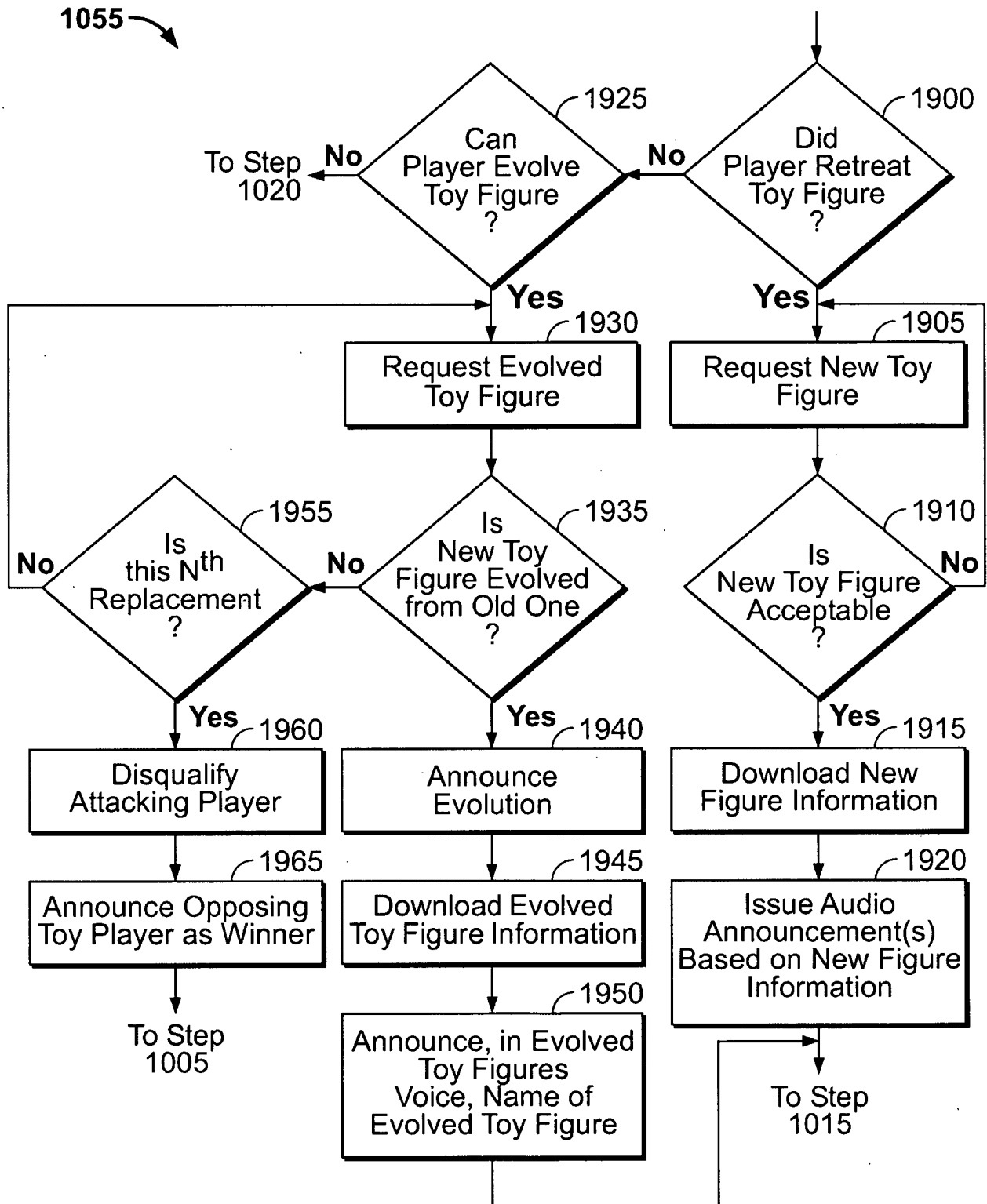


FIG. 19

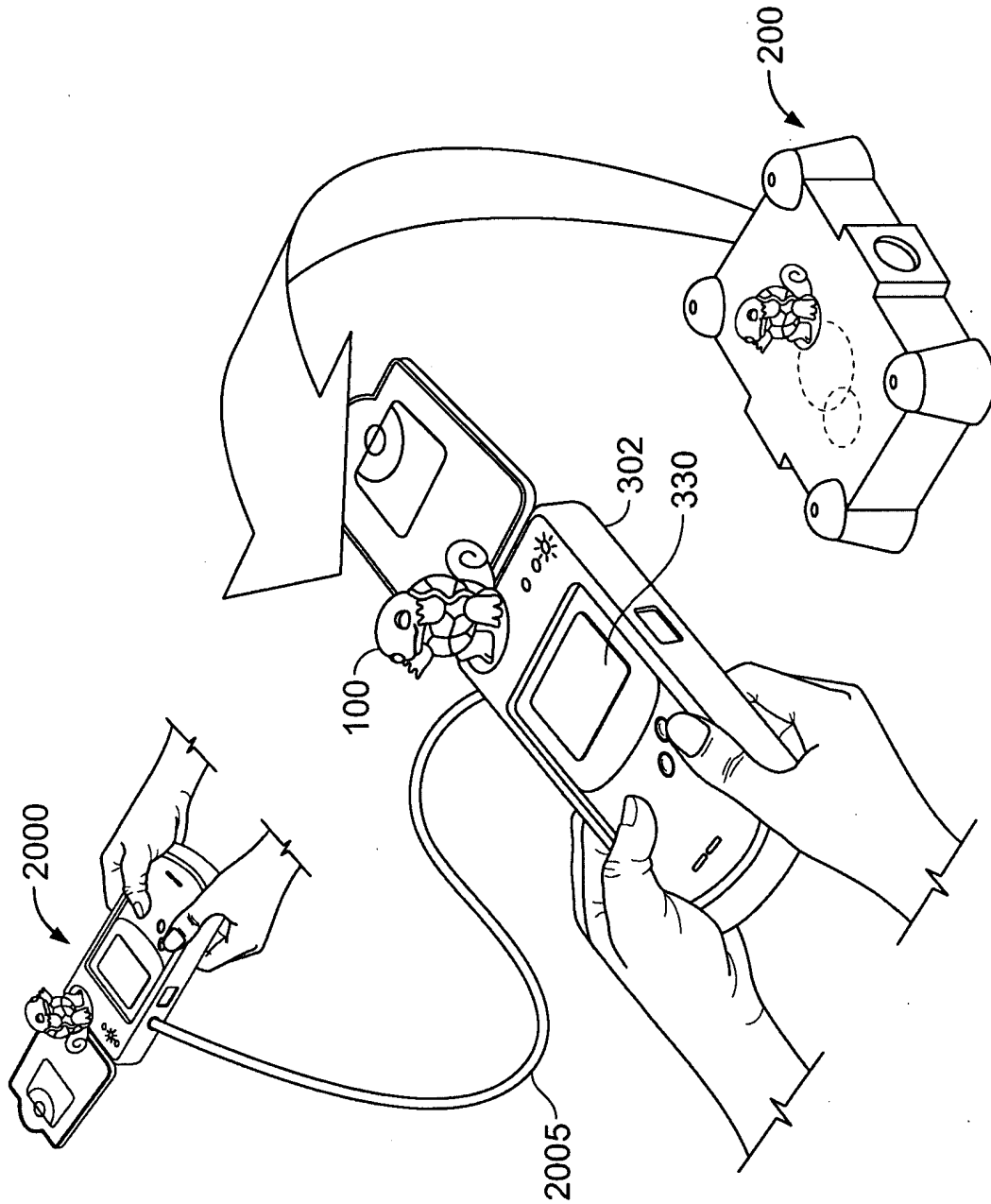


FIG. 20

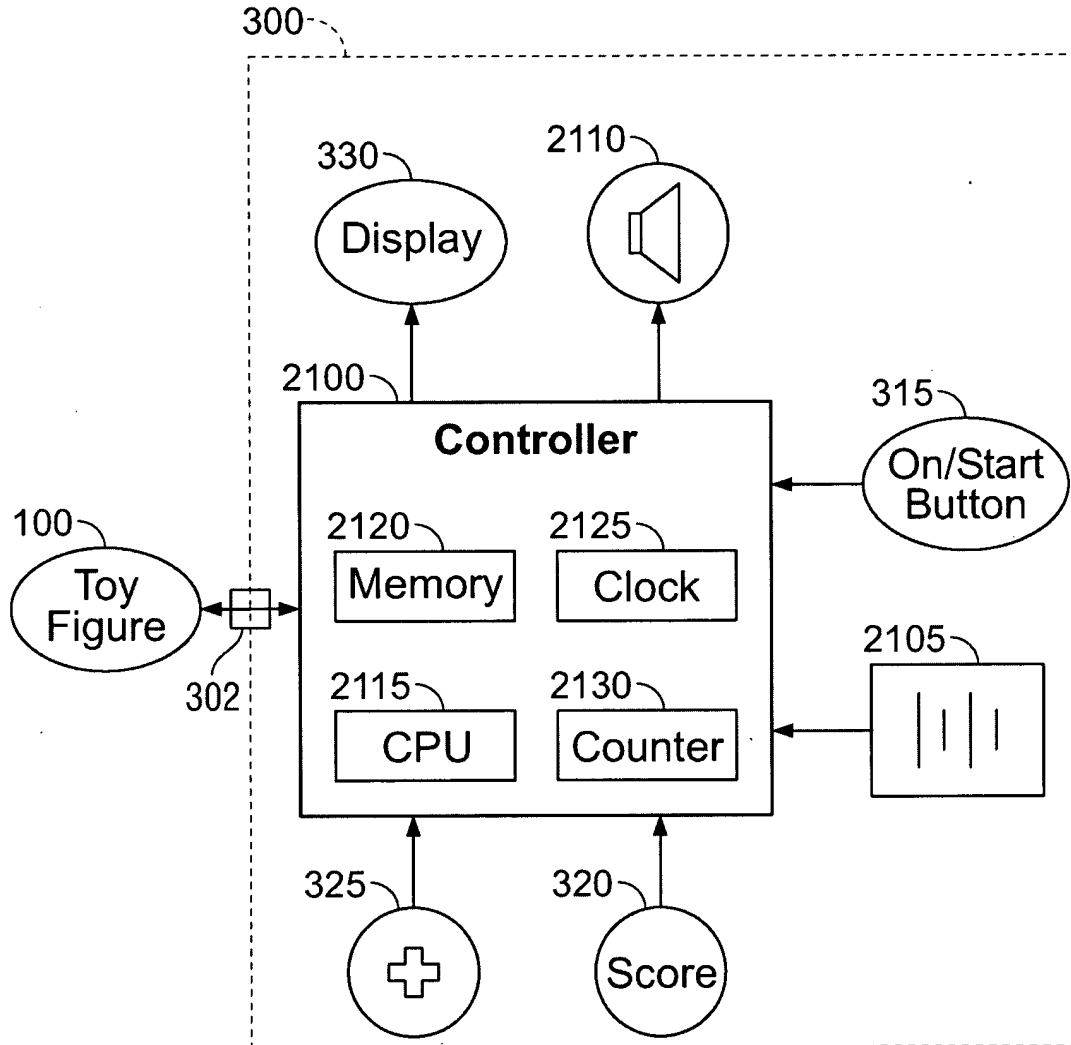


FIG. 21

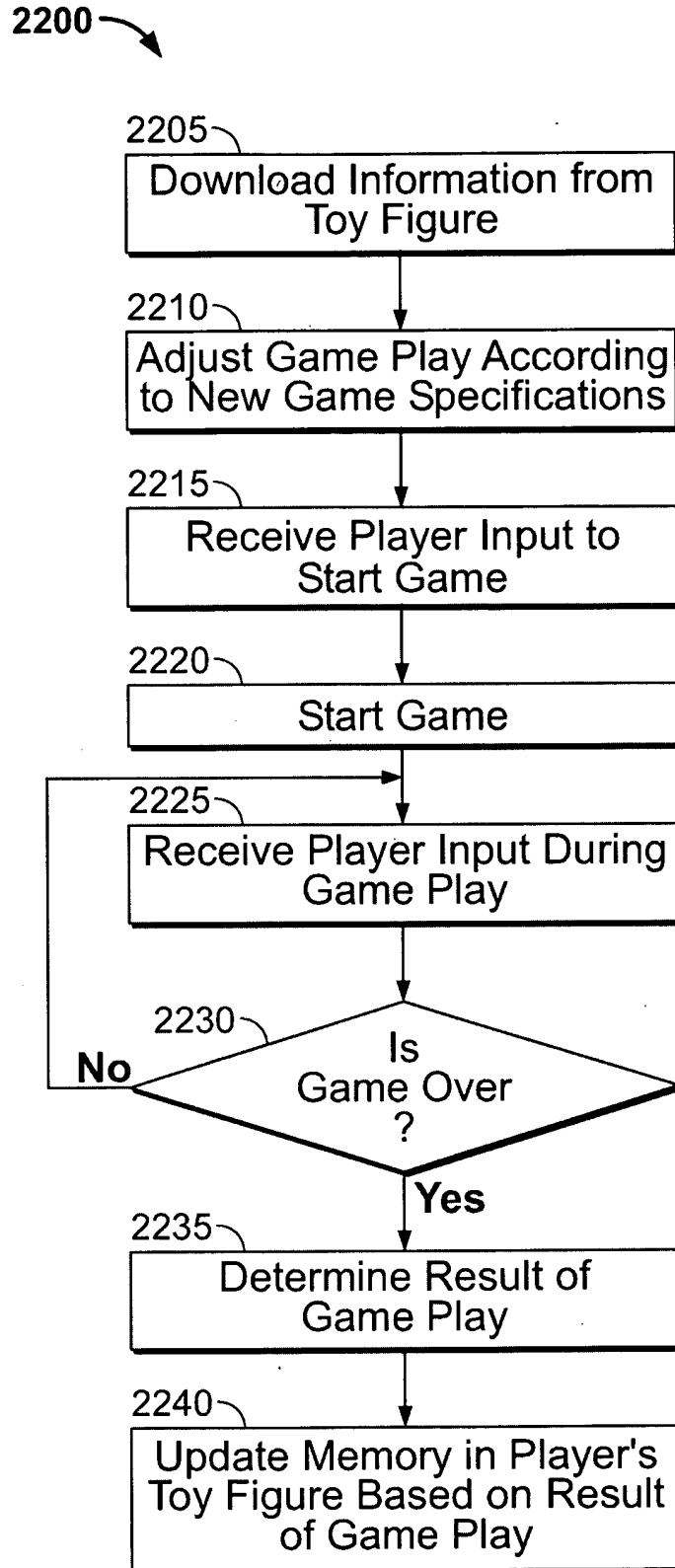


FIG. 22

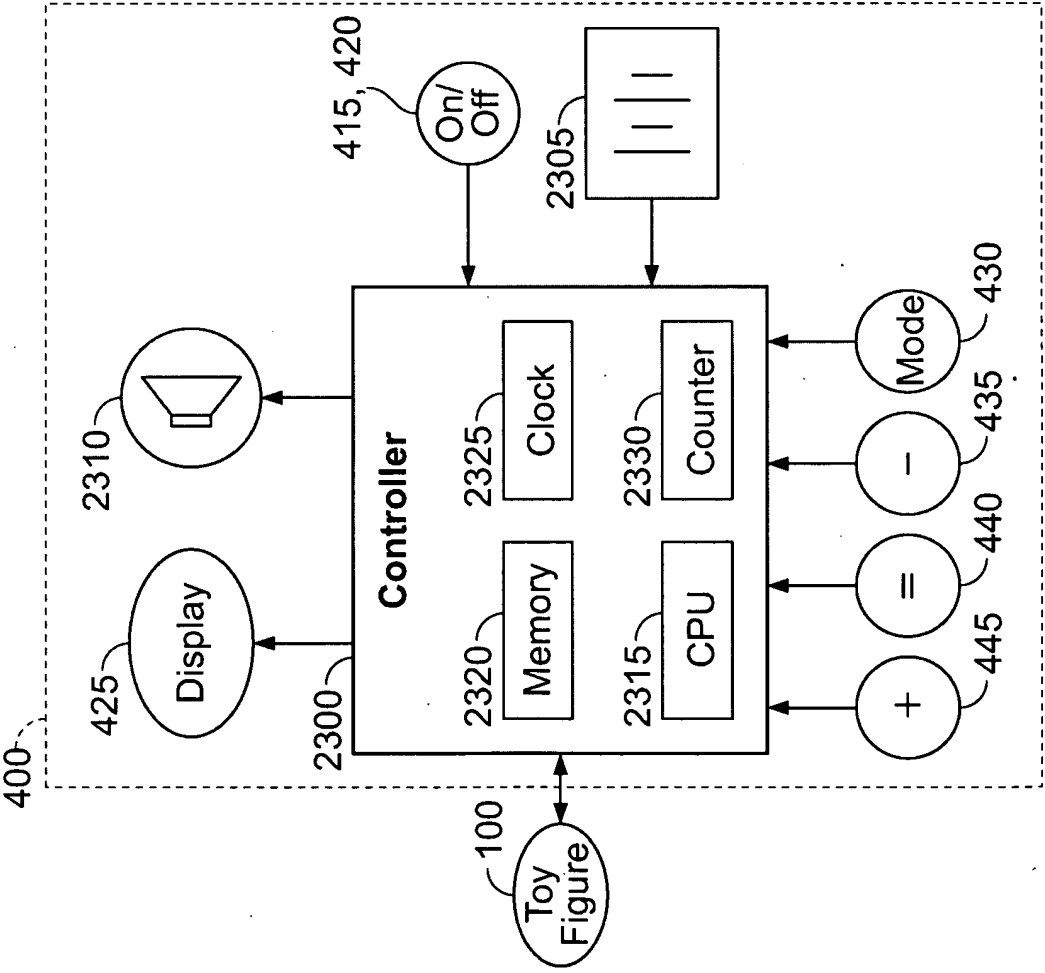


FIG. 23

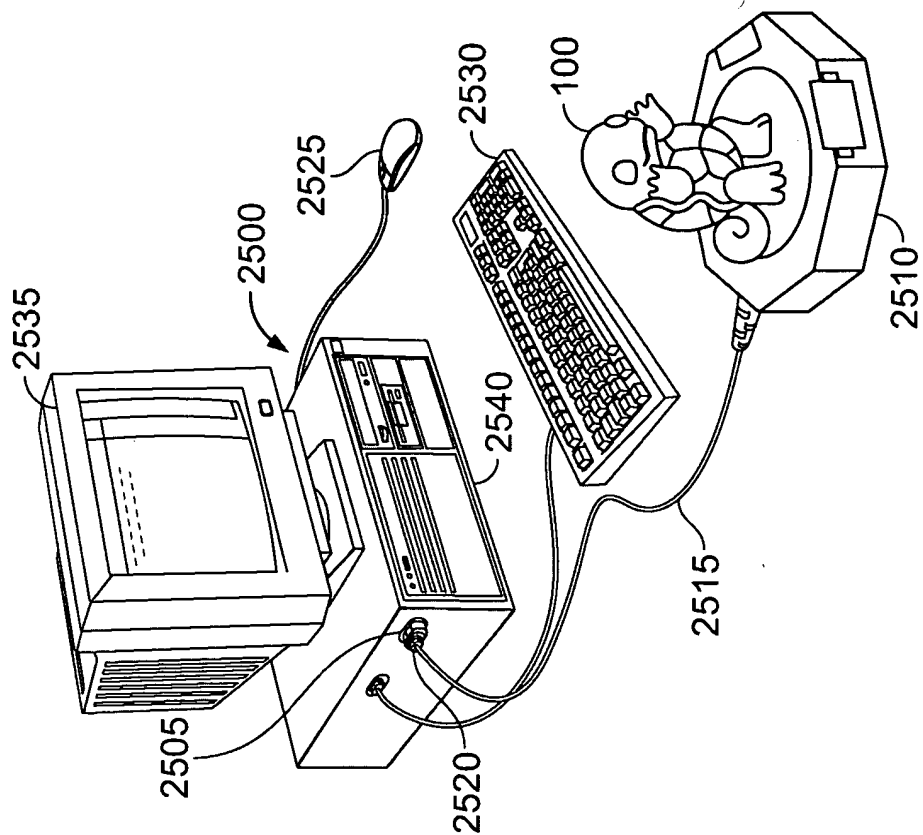


FIG. 25

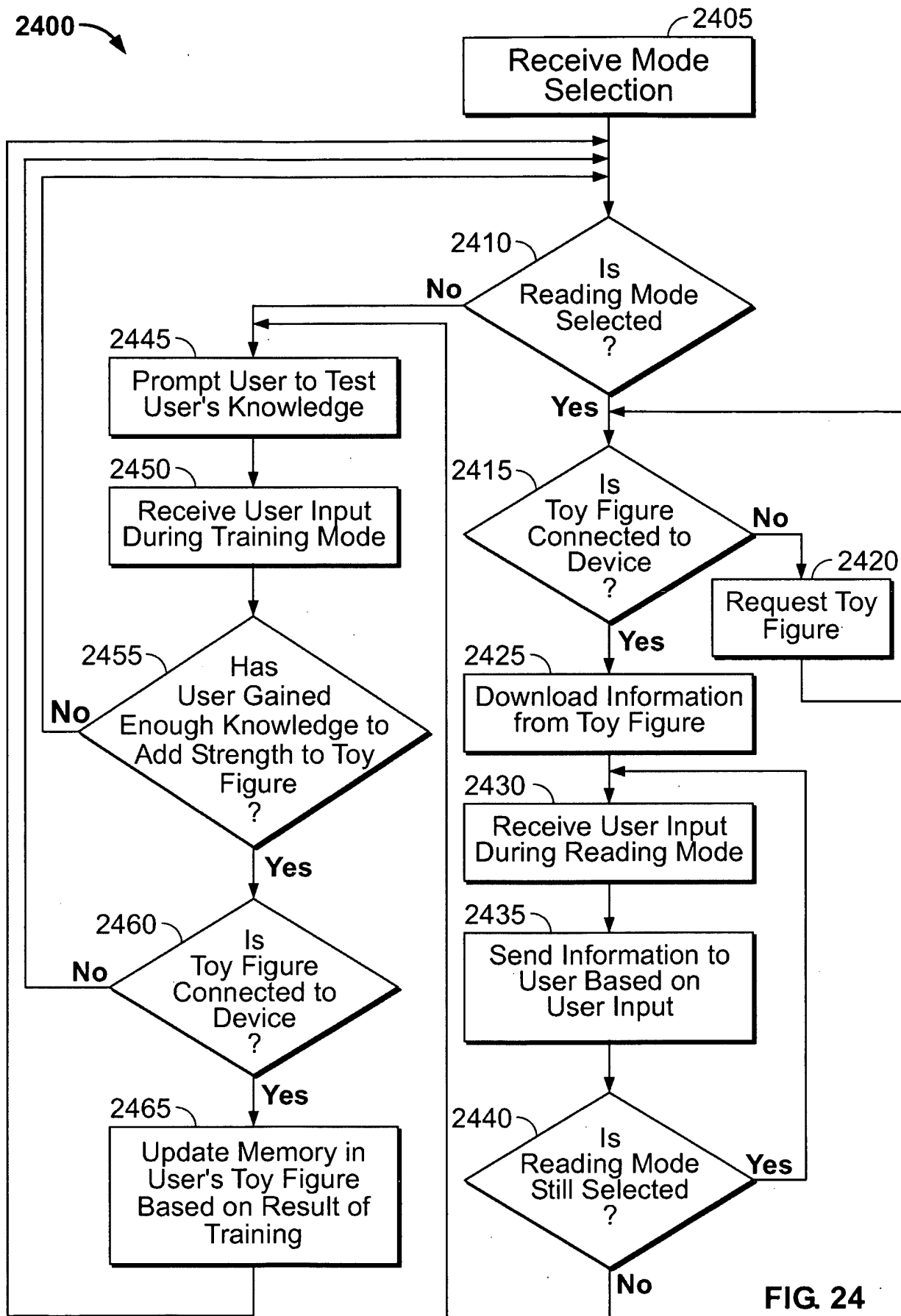


FIG. 24

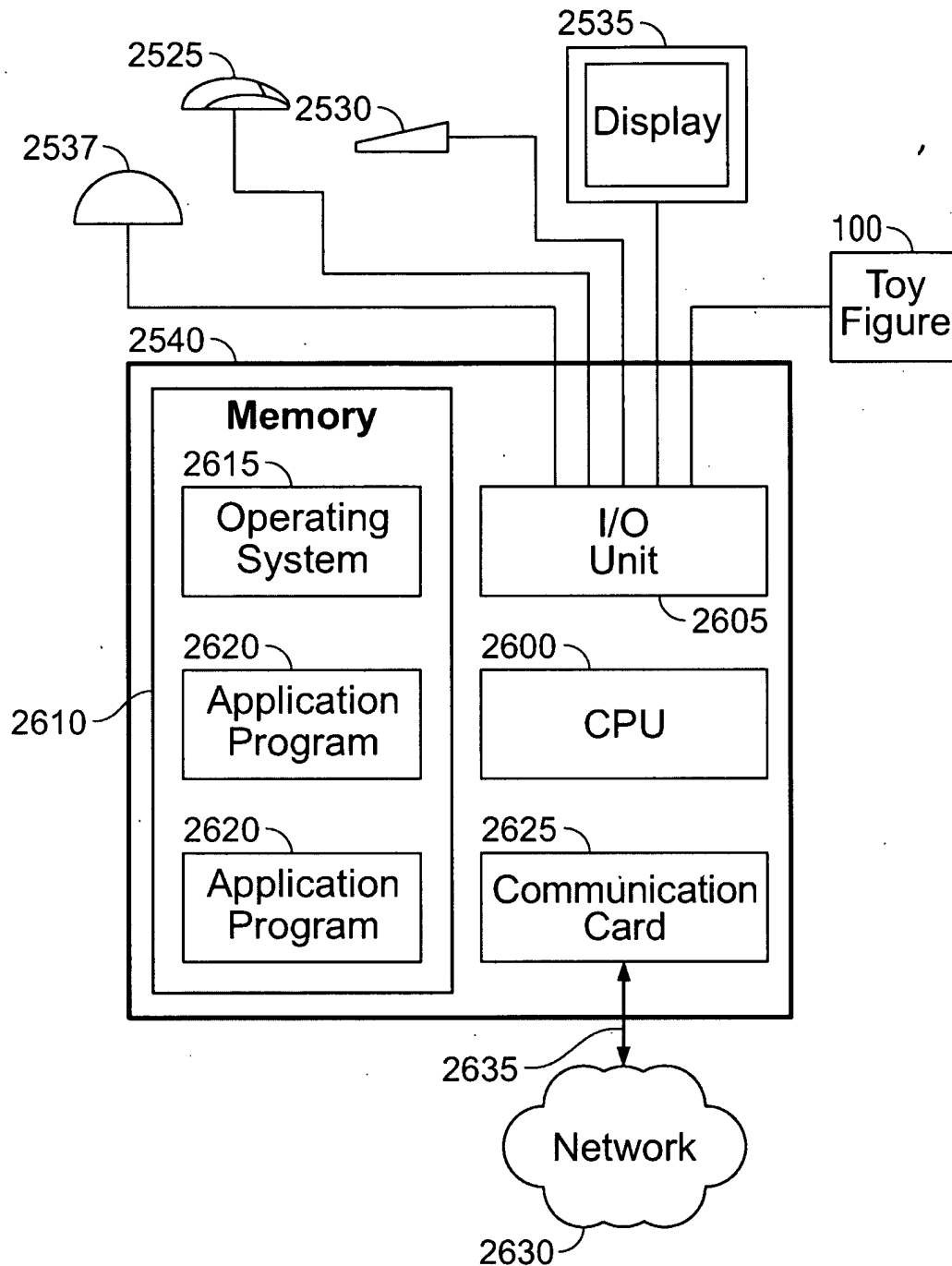


FIG. 26

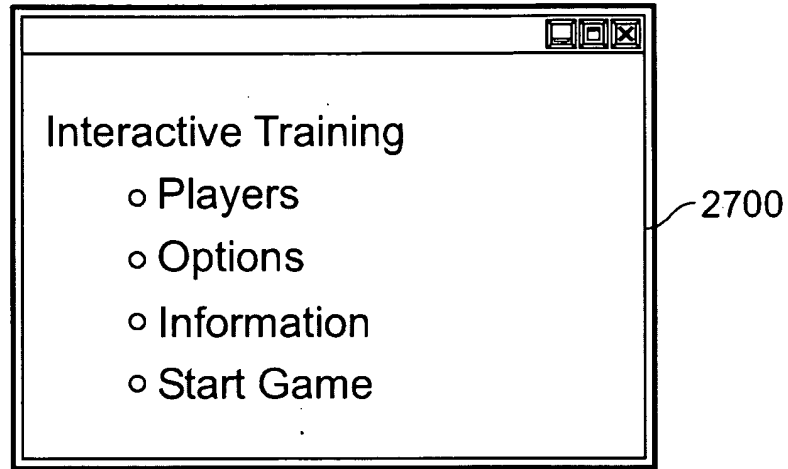


FIG. 27A

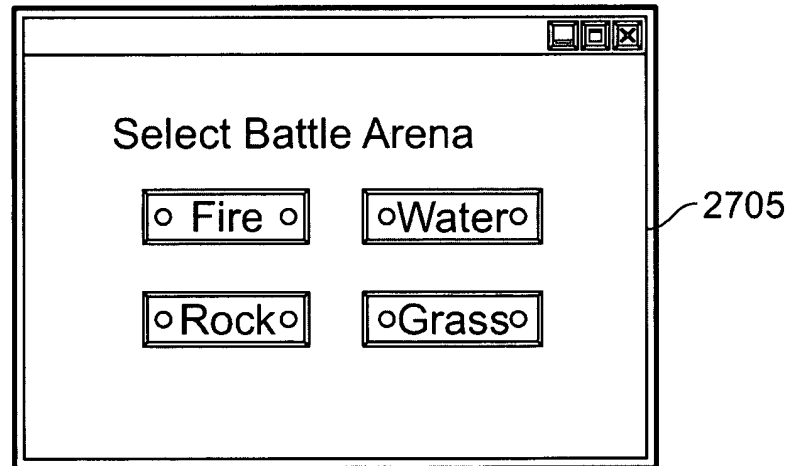


FIG. 27B

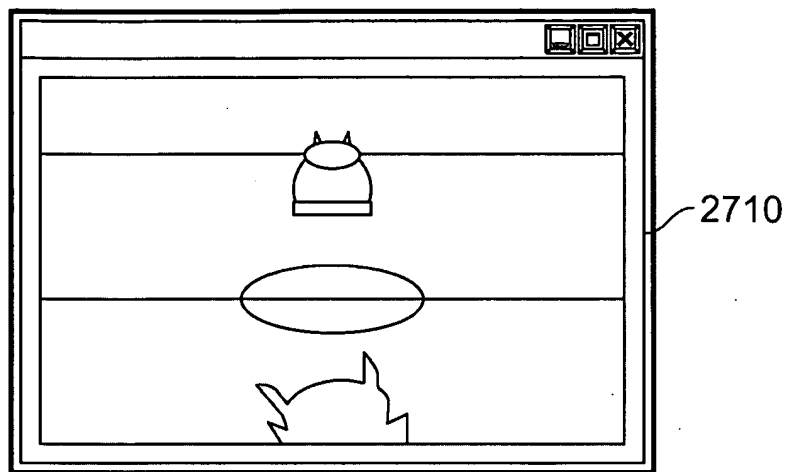


FIG. 27C

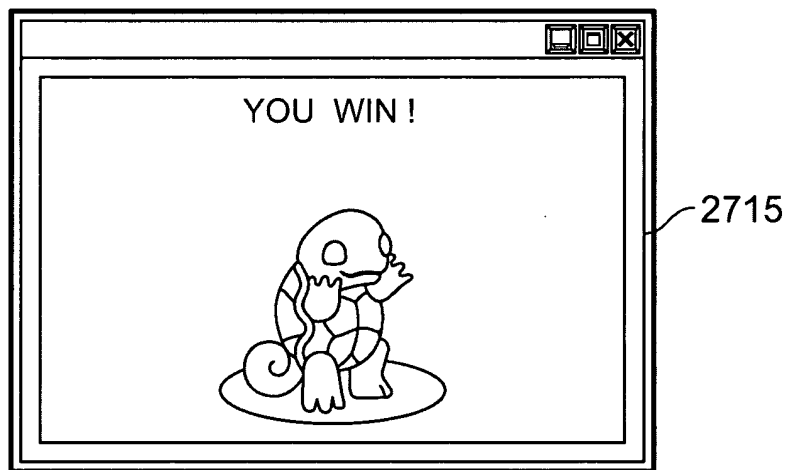


FIG. 27D